



Constant:

WIDTH
HEIGHT
MTS
ENEMY-IMG
TANK-IMG
TANK-Y-POS
TANK-SPEED
ENEMY-SPEED
ENEMY-TOTAL
MISSELE-IMG
MISSELE-SPEED

L-WALL-OFFSET
R-WALL-OFFSET
MISSILE-ORIGIN
INVADE-RATE
INVADE-RATE
INVADE-RATE
INVADE-RATE
HIT-RANGE
FAIL-IMG-MSG
SUCC-IMG-MSG

Tank:

x-pos
dx

Changing:

Enemy

x-pos
y-pos
dx

Projectil

x-pos
y-pos

GST

- msg
- score

Big-Bang

on-tick
on-draw
on-key
on-release
stop-when

NOTE:

- Remove all killed enemies from list
- Remove all projectile from list after MISSILE-y-pos > HEIGHT